VOLUME 13, NUMBER 5

Scarlett

A PUBLICATION OF
BIG RED
COMPUTER CLUB

Club News

In this month's mailing, you will find special offers from three of the leading developers of Apple IIGS products. They are WestCode Software, Seven Hills Software and Sequential Systems. Big Red offered this advertising space free of charge to these companies as a way of thanking them for their loyal support of the IIGS.

All three companies are offering their products to Big Red members at the special pricing shown below. You can either order from Big Red or directly from the company. These prices are effective until December 31, 1994.

	WestCode Software	
WC50	InWords	$49.95
WC55	Pointless	$39.95
WC56	HardPressed	$39.95
WC57	TypeSet	$29.95
WC58	TypeWest	$29.95
	Seven Hills Software	
SV50	GraphicWriter III	$75.00
SV62	SuperConvert	$20.00
SV63	Formulate	$25.00
SV64	ShoeBox	$30.00
SV65	Express	$25.00
SV66	Font Factory GS	$20.00
SV67	Kangaroo	$25.00
SV68	TransProg III	$20.00
SV69	The Manager	$35.00
SV70	Space Fox	$24.00
SV71	Gate	$24.00
SV74	Super Menu Pack	$15.00
SV75	Independence	$20.00
SV80	Spectrum	$65.00
SV90	Driver Cleaner	$20.00
SV91	Funny Fruit Faces-Mac	$25.00
SV92	Gate-Mac	$25.00
SV93	At Home-Mac	$25.00
	Sequential Systems	
SQ50	4-Megabyte RAM-GS	$119.00
SQ75	DiscQuest - Family Dr.	$59.00
SQ85	DiscQuest Encyclop.	$119.00
SQ90	RamFast SCSI	$129.00

Call for quotes on other items in the flyer or order directly from Sequential.

Big Red to Continue in '95

At the present time, there are over 4000 members of the Big Red Computer Club. Since I made my decision to close down Big Red Computer Club at the end of this year, I have been actively looking for someone to take over at least a portion of Big Red and to continue supporting these members in the Apple II community. Although I've had a few nibbles, there haven't been any serious offers.

In the meantime, I've made the decision to start up a new company to develop games and educational software for Macintosh computers. It is my intention to develop several low-cost programs and market them directly to the end user. It will probably take at least a year before I get this new business up and running.

During that time, I'd like to have a source of income and be able to keep my office open. Therefore I have decided to continue running the Big Red Computer Club until the end of 1995!

Since I will need to spend most of my time and effort programming on the Mac, I will not continue publishing Scarlett. I will, however, continue to update and improve the shareware and public domain libraries. I will also keep an eye out for any Apple II products that may become available for licensing.

As I am writing this article, the other Big Red employees are busy mailing out both Apple IIe/IIc and Apple IIGS public domain and shareware catalogs to all the members. Because of their size, these catalogs are being mailed out via 3rd class mail. Delivery normally takes two to three weeks but, because of the Christmas season, I'm sure that some of you won't receive them until the first of the next year.

You can ignore the December 15th deadline which is printed in the IIGS catalog that is included in this mailing. The prices listed in that catalog will be good until the end of 1995 or until we run out of stock. We are already out of stock on Jam Session so please don't order that item.

The Big Red office will be closed from December 26th until January 3rd for the holidays. After January 3rd, we are asking members to confine their technical support phone calls to Monday, Wednesday and Friday afternoons. In order to make our financial ends meet, it is necessary that we cut back on staffing. If we can cut back on the amount of time spent talking on the telephone, this will really help.

On page 7 of this newsletter, you will find a survey. If you want to continue to be on Big Red's mailing list for 1995, you must fill out this survey. The response that we receive from this survey will greatly determine what types of services we should continue to offer. We're also very interested in determining which members have Macintoshes so we can direct our new business to them. So please take time and mail back the survey. *Happy Holidays and thank you for your support in 1994.*

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Q&A

BY DEAN CYBORON

Laser Printing for the IIGS

If you are like me and have been wondering for the last 6 years how to hook a laser printer to your IIGS and have it work, well wonder no longer.

I called Vitesse to ask them which laser printers their drivers would drive and they read me a list. When I stated I was going to buy a printer they informed me that they also sell the printers. Hey, wow, this might work.

We discussed the different models and prices, and my desire to move my printer to a Mac if I decide to buy one. Not an easy thing to do so I bought a LaserJet that will work with an IBM machine as well as my IIGS. I figured I can always sell it to a Big Blue if I move to Mac.

Vitesse was extremely helpful. I settled on a HP LaserJet 4L, which is a parallel printer. It cost me $675.00 and included the Harmonie printer drivers at no extra charge. I needed to buy a parallel card and it cost me $59.95. Shipping was $25.00 and I had my printer in four days.

If you are thinking of buying a laser printer your system should have at least the following: a Hard drive, an accelerator card, 4 Megs of ram and Pointless. You also need a program that uses Pointless such as AppleWorks GS, Beagle Write GS, or GraphicWriter III because 8-bit programs such as AppleWorks Classic, Print Shop, etc. won't print to the HP LaserJet 4L printer.

A nice thing about hooking the parallel LaserJet 4L to your IIGS is that you can leave your ImageWriter connected for use with AppleWorks Classic, Print Shop, and other 8 bit programs. You will also be able to print out drafts for which you don't need laser quality.

Getting the Pointless, True Type Fonts, GraphicWriter III and the 4 Megs of RAM memory will give you one powerful program for the price of some word processors for Mac or IBM machines.

John Bacon
Alice Tyler Village

Thanks for your comments about adding a laser printer to your IIGS. Prices are coming down so fast on printers that it's hard to keep up. You can get a Hewlett Packard 550C color printer for under $400. I think it's important to point out that although it seems kind of weird, Apple IIGS owners need to purchase IBM compatible laser printers. Macintosh laser printers generally don't have the right type of connections for a IIGS.

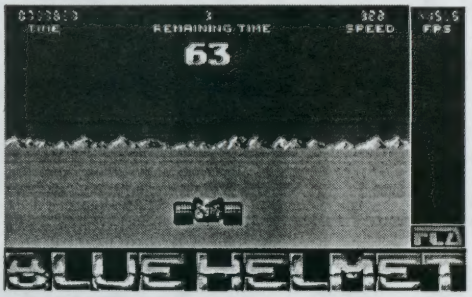
FTA Where are you?

I am an avid FTA collector. I have Blue Helmet, Bouncin' Ferno, Modulae, The Delta Demo, Animaga, Nucleus, Noise Tracker, Bulla, and Fun Columns. What programs am I missing. Are there anymore?

Justin Sevakis
Troy, Michigan

The FTA which is now defunct was group of very talented programmers from Europe. All of their programs featured great graphics, terrific sound and fast paced action.

There are three FTA programs that we carry that you didn't mention. The library disk volume GS131 carries a FTA version of Tetris called, From Beyond. This disk also has a fast action arcade game that's like a cross between Tetris and Space Invaders called FTA Plotting. There is also a terrific martial arts program, called Sensei, on GS145. Along with those games is the disk copying program Photonix II.



Here are the volume numbers to the programs Justin mentioned. Blue Helmet, a quick paced car race program, is on GS169. Bouncin' Ferno, a Marble Madness type of skill game, is on GS153 and an expanded version is on GS174. Modulae, an interactive demo of stunning 3D animation, played to the best rock music, is found on GS94. Delta Demo, a fast paced sound and 3-D demo program, is on GS138. Animaga, a collection of 8 animated sequences that combine stunning graphics with rock music, is on GS134. Noisetracker, a music program that plays and creates 14 track full-stereo sequenced music, is on NT00 or in a 3-Pack with manual in NT01 for $10. Bulla, a collection of half finished games and graphic demos, is on GS194.

The FTA really pushed the limits on the GS. Their efforts inspired many others to venture into GS programming. We were sorry to see them break up.

Scarlett

VOL. 13 NO. 5

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Editor: Dean Cyboron

BRCC is an international Apple user group committed to distributing public domain software and information about Apple II computers.

Scarlett subscriptions are available as part of membership in Big Red Computer Club.

BRCC earnestly solicits articles about Apple II computers and applications. Send for a writer's guide.

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Big Red COMPUTER CLUB

Review

GEnie: Apple Roundtable & Co-Pilot

GEnie is a national on-line service. If you have a modem and the right telecommunications program, you can join GEnie. This will give you access to all the standard on-line service items such as a world of information including encyclopedias, multi-player games, newswire services, email, and airline ticketing.

Plus you get access to a host of different RoundTables. A RoundTable is a special area on GEnie that is set aside for discussion and interchange on a particular subject. There are RoundTables for genealogy, photography, science fiction, automobiles, poetry, music, travel, space, investments and many other topics.

If you're like me, you'll spend most of your on-line time in the Apple II RoundTable. There are three main areas in this RoundTable. They are the conference area, the bulletin board area and the software library.

In the conference area, you'll be able to take part in real-time chats and conferences. These are regularly scheduled events that cover a specific topic. Usually a special guest will be present and you can ask questions and make friends.

The bulletin board or message center is where the real action is at. Imagine yourself at a large cocktail party. At any one time there are over 100 different conversations being carried on. You can eavesdrop on any or all of them. Plus you can easily add your own comments or questions to the conversation. Every time I have participated in the bulletin board area, I have found valuable information. The problem is that it's always buried amongst an incredible amount of garbage. My personal reaction to the bulletin board is that there is so much information that after a week or so, I get totally overloaded and simply tune out. I should point out that it is possible to limit your participation to just those topics that are of interest to you.

The software library is the part of GEnie that I like the best. It has just about every piece of Apple II software that has ever been released as public domain, freeware or shareware. Users can search through the catalog listings to find a particular piece of software and then download it into their computer. The whole process is simple and it's the best way to get your hands on the latest and greatest shareware offerings. Downloading software this way can be somewhat expensive. At 2400 baud, it's not unusual to find programs that take 15 minutes or longer to download.

Once you find the software libraries, one of your first downloads should be either GEM or CoPilot. These programs allow users to automate all of their on-line tasks on GEnie, saving them time and money. When using CoPilot, all of the user's work is done off-line, and the program then transfers all of their data to and from GEnie in the least amount of time.

If you're going to participate in the Apple II area of GEnie, CoPilot or GEM is an absolute necessity. I have tried it without using CoPilot and got hopelessly lost and frustrated. With CoPilot, I found that I could easily participate in the bulletin boards and download software.

It costs $8.95 per month to become a member of GEnie. This includes four hours of connect time. There are also additional fees for access at 9600 baud, use of certain areas of GEnie, prime time access, etc. How much GEnie will cost you depends on how you use it. I know people that spend over $50 a month and others that get by fine for only $8.95. If your bill is too big, start volunteering to help. Most users that are really active on GEnie can get free accounts (some even get paid) to help out in the software libraries or the conference center. It's a lot of work but I guarantee that you'll make lots of friends.

Speaking of friends, I think it's important to point out that GEnie (and all other on-line services) are really communities. When you sign on, you'll be an outsider. People will be friendly to you and try to make you feel welcome. But if you want to really become a part of the community, you need to actively participate and show others some common courtesies.

The sign-up procedures for GEnie seem to change periodically. According to my information, you can now sign up for free and get ten free hours on-line. Just follow these easy steps:

1. Set your communications software for half-duplex (local echo) at 300, 1200, or 2400 baud. Recommended parameters are 8 data bits, no parity and 1 stop bit.

2. Dial toll-free in the U.S. at 1-800-638-8369 (or in Canada at 1-800-387-8330). Upon connection, type HHH.

3. There will be a short pause and then a "U#=" prompt will appear on your screen. Type JOINGENIE and press Return.

4. At the offer code prompt, enter DTD524 to get this special offer. Have a major credit card ready.

If you don't have a modem, I would suggest the LineLink 14.4 by Technology Concepts. I bought one from MacConnection (1-800-255-6227) for $99 and it works great.

For telecommunications software, I suggest either ProTerm or Spectrum. ProTerm works on either an Apple IIe or IIGS. It is a text-based program. It's easy to use and has all the features that you'll ever need. Spectrum is for the IIGS only. It uses a graphic interface with pull-down menus and windows. ProTerm is available from Big Red for $75 using product number IN20. Spectrum is available for $65. Use product number SV80.

If you want to become actively involved in the Apple II world, GEnie is definitely the place to start. While other on-line services have been terminating their support for the Apple II, GEnie has actually been expanding theirs. Apple II Forever!

Product Review

ANCIENT GLORY

by Dean Cyboron

Mix arcade action with quest adventure, then add an abundance of ancient mythology and you have Ancient Glory, a new game for the Apple IIGS.

Ancient Glory was originally developed by California Dreams for MS-DOS compatible computers. The original artwork and programming was done by WestWood Associates. This company is now well-known for their Sega and Super Nintendo games, but at the time they did contract work for other game publishers. Over $80,000 was spent on the project. By the time Ancient Glory was finished, California Dreams was in the process of getting out of the software business and the program was never released.

That's about the time when Big Red was negotiating with California Dreams for the rights to their IIGS titles such as Blockout and Tunnels of Armageddon. We worked out a good contract and eventually Big Red ended up with the rights to Ancient Glory as well.

Ancient Glory's original artwork was designed to be MS-DOS EGA compatible. This meant that it was 320 x 200 and had only sixteen colors. This made Ancient Glory an ideal candidate to be converted to the Apple IIGS. The program was written in C except for the low-level graphic routines which were in assembler.

The conversion of Ancient Glory to the IIGS went very smoothly to begin with. After only two days, the programming staff at Big Red had a prototype game up and running. They were using Orca C for the IIGS by ByteWorks. This is a very good compiler but it doesn't always handle things the same way that MS-DOS C compilers do. This proved to be the biggest challenge early on.
For example, when the main character in Ancient Glory jumped, he would continue up in the air until he passed the top of the screen and would never come down again. The programmers checked the code over and over again and everything seemed to be okay. Finally they narrowed the problem down to an idiosyncrasy in how Orca C handled negative numbers.

Getting the program to run fast enough on the IIGS proved to be another challenge. It took almost two months of programming effort to overcome this problem. In the end, ingenuity and assembly language won the day.

The last challenge involved playing the game using the keyboard. We wanted to use the numeric keypad as directional controls and then use another key for the fire button. This is simple on MS-DOS computers, it is simple on Macintoshes and it should have been simple on the IIGS. But no matter what we tried, we couldn't get it to work. As a last resort, we asked for help in the A2Pro section on GEnie. This proved to be a big mistake.

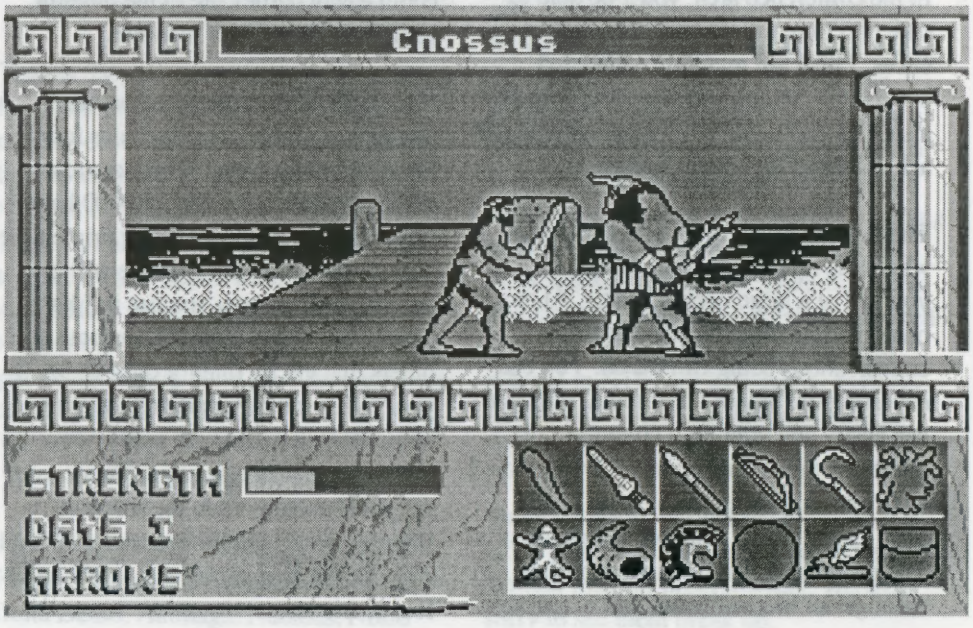
Someone from Apple's Developer Support team saw our message and publicly chastised Big Red. He claimed we were breaking Apple's "User Interface Guidelines." He may have been right but he was so rude about it that it really hurt our morale at Big Red. At last the programmers found a solution and as a result of their efforts, Ancient Glory is a totally unique game for the GS.

Storyline

In Ancient Glory, you are Hercules, the mortal son of Zeus. You must earn your immortality and a throne with the other gods on Mount Olympus by passing many trials. The ultimate trial is to defeat the powerful gorgon Medusa and bring her head to Athena's temple. In order to defeat Medusa you will need to first collect five magical items used to battle her. Collecting those magical items requires many varied encounters and many battles with all types of mythical creatures from ancient Grecian lore. You will face the Minotaur, Cyclops and Hydra. Ancient Glory is right out of the pages of ancient literature.

The ancient Greeks blamed their fortunes or misfortunes on interference from the gods. They felt that the gods main recreation was to spend their time playing with mere mortals. Because of Hercules' obvious strength, and his near god status, he was a common target. The goddess Hera is cruel and because of her jealous nature does all she can to hinder Hercules' progress. One of her favorite acts of mischief is to add more creatures to battle against you. So beware of Hera and accept that her mischief is just a part of your trials.

On Hercules' side are Hermes and Athena. They will appear from time to time to give him hints and magical items he will need in order to complete the trials.



Game Play

In the game play, you have the option of playing with either a joystick or with the keyboard. The screen is one dimensional in the "ant farm" method that most games have. You direct your character, Hercules, in his pursuits through the trials. Hercules can walk, jump, shoot, kick, and attack. As you progress through the game, Hercules will acquire an arsenal of different weapons. You can quickly switch to a different weapon from your arsenal by just pressing W on the keyboard. Some of the creatures can only be harmed by certain weapons.

As Hercules begins his tasks, he first encounters scorpions that are hardly a test. As he battles these with his powerful kicks, he comes upon scrolls containing hints to where he should go next. He also happens onto a club that he quickly picks up and carries with him for the next battle.

When a level is safely completed, you are presented a map of ancient Greece with 15 locations identified. You need to travel to these locations to complete your trials. At the locations, you will find the different tasks and magical items. Each trip takes a specified amount of time to travel. You are given a total of 17 days to complete the total quest, so you need to invest your time wisely.

The second scroll you come across tells you about an Oracle at Delphi that could help you. Since you have little idea on what you should do, this visit with the oracle is a good investment. The Oracle tells you what you must do for your mission and lends some advice to you. Heed her advice and plunge on to the other trials.

The game play will continue like this with a mixture of battles, quests and travels. You will come across many of nature's creatures like raging bulls, lions, snakes, bats, and scorpions and also many mythological creatures from minotaurs to gorgons. They can't be avoided and must be conquered.

To battle the creatures, you have nine directional controls to use with either your joystick or keyboard. You can duck to the left, right or down. You can walk to the left or the right. Or you can jump to the left, right or straight up. To attack the creatures, you use the same directional controls when pressing the fire button on your joystick or holding down the open-apple key on your keyboard.

In the battles, the successful blows are registered by sound effects and light flashes. When your blows strike your opponent you weaken it. When your opponent strikes you some damage is inflicted. There is a strength indicator in the bottom section of the screen that monitors Hercules' strength. The strength is carried from battle to battle and only refreshed by potions along the quest. You will need to find these potions and choose your battles wisely. Once Hercules' strength is gone, the game is over and you need to start over at the beginning.

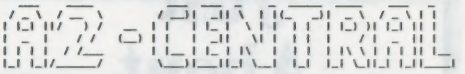
Ancient Glory is one of those "fun to accomplish" games. Its skill of play makes it playable by young and old alike. The battles are not particularly challenging but you must be careful to win the fight without getting seriously injured. The quest feature of the game is always fun. This is the type of game that will keep you coming back until you have accomplished the whole quest.

The graphics are pretty good and the sound effects are OK but not outstanding. Many of the dying scenes do include prolific bleeding that is not really necessary but not shocking. You are treated to authentic mythological creatures and stories that we all have enjoyed in the movies like "Jason and the Argonauts". All in all Ancient Glory is a very playable game and most of all fun.

Requirements

Ancient Glory comes on two 3.5" diskettes. It requires 1.25 Megs of memory, system 5.0.4 or higher, and at least one 3.5 disk drive. It is System 6.0 compatible and hard drive installable. It can be played with either joystick or keyboard. Order Ancient Glory through Big Red Computer for $15. Use product number AG50.

Product Review



by John Wrenholt

If you're looking for a source for the latest breaking news and information about the Apple II world, you should consider subscribing to A2-Central-On-Disk. This monthly disk-based publication from ICON bills itself as the clearinghouse of the worldwide Apple II community.

A2-Central is published at the beginning of every month on a 3.5" ProDOS disk. It is designed to be used by Apple IIe, IIc and IIGS users. It has two major sections. The newsletter section is a large text file that can be read using your favorite word processor or the text viewer software that comes on the disk. The software section contains a handful of the latest public domain and shareware programs. These are compressed using Shrink-It to save room on the disk.

The newsletter section is edited by Doug Cuff. Each month he writes an introductory article called "My Own Bootstraps." In the November issues, Doug wrote about patching AppleWorks 4. I thought he did a great job of covering all the bases including the dangers of patching a program.

The next section of the newsletter is called "A2 News Digest." It is excellently written and compiled by Steven Weyrich. It has the latest press releases, announcements and happenings in the Apple II world. Steven covers a lot of ground in this section and there's always something interesting.

The rest of the newsletters section is filled with short articles and musings. The people at A2-Central have close ties to Genie and if you subscribe to both, you'll notice a lot of similarities in the articles. A2-Central is available from ICON for $59.95 a year ($49.95 if you choose their auto-renewal payment method). That's less than $5 an issue for what I think is a great service. To contact ICON, write to PO Box 11250, Overland Park, KS 66207 or call 913-469-6502.

Just About Gaming

by Dean Cyboron

Once again we got a good collection of answers to questions from previous issues and new pleas for help from the frustrated. These games we play with our computer offer a welcome escape into adventure. It's interesting to see how one thing that is so obscure to one person is obvious to another. This month our responses come from Brent Altschul, John Wanner, Mark Setzer and Boris Guenter.

Bard's Tale I

1) The silver square is on the third level of the Harkyn's Castle. To get to it, you must go east through a door from a hall covered in coals, then explore to the north. There's a master sorcerer who asks a riddle, whose answer is "VAMPIRE", and after him lies a teleporter to the square.

2) In the northwest corner of the catacombs, level 3 is another teleporter. John Wanner offers specific instructions by suggesting that we head generally south and west until you make your way to 3N, 1E. Then start heading north until you are at 18N, 0E. Start heading east from there until at 18N, 13E, then turn north. The teleporter is at 21N, 15E.

3) To find the crystal sword in Harkyn, level 1, search in the southeast corner, behind the jabberwock. Let the bard sit on the throne to open a secret door to level 2.

Bard's Tale II

1) The Temple of Narn is simply where you restore the Destiny Wand. ("Seek the Narn Temple. He who approaches the altar will restore that which was broken.") You can only get in with all seven pieces of the wand. The wand must be in the possession of an Archmage. Once he approaches the altar he will become a Destiny Knight.

2) The words of Dargoth's Tower come from the clue, "The first says dwell, the second hell, the third of wisdom will it tell". Find the three quotes matching these descriptions. The words of Dargoth's Tower are the words that don't fit quite right in each quote.

There are different words for levels 3, 4, and 5. Even though Boris and Brett listed the words I don't have the heart to print the words and spoil your fun in finding them. Sorry.

3) The way out of the Tower needs a Safety Spell, a Dreamspell, or by beating the Snare.

4) The staff question in the tomb has a clue elsewhere on the level. It's the staff of Old.

5) You will have to fight the seven statues (the battletest).

Mazer II

The way to distract the shades is to move the spheres in front of the oracle. They will direct energy bursts that the latter releases. You'll need a while to perfect their arrangement. They act like magnets.

Boris Guenter asked for help on Mazer II. How can I depart from the first level? The corridor is blocked by two lamps which I can neither destroy nor turn off.

Dungeon Master

How do I mix a fire (FUL) potion? Where is the corresponding scroll?

King's Quest II

How do I get to Dracula's Island? I have his stuff from Granny, the hammer and the stake. How do I get the net to catch fish?

Dragon Wars

There's an island in Dragon Wars, east of the sunken ruins and south of Upnapishtam's island (I think). I've only seen it when I fall in the water. If anyone has figured out how to get there, I'd like to know the answer to this last riddle.

From Mark Setzer comes this request for Dragon Wars. I'm playing Dragon Wars. It's an absolutely wonderful game. I've been playing it for a few weeks now.

I've begun by totally mapping Purgatory, except for the arena, which I refuse to enter. I found a way I believe which will let me advance – by selling myself at the slave market – but now I am totally stuck in the mine.

I'm not sure if I should have gone into the mine by selling myself at the slave market. But it seemed like the best way out, since I couldn't get out by rushing the gate.

Now that I'm stuck in the mine I need to know how to take off the shackles and to get my weapons. I've defeated all the guards, except this one guard near the exit that throws me into the mine.

I have a party member with the lockpicking skill. It seems like it's no help in taking the shackles off. I have a woman in my party that is skilled in all magic areas, and she has provided an easy way to keep all members alive and well.

Tass Time in Tonetown

Here's an answer to Gerri Murray's questions in the last issue: You can go down the well, but only with a Glowburger and a blackmask. Furthermore, you have to wait until the Snarl has left. You may unlock the gate from the inside, but you will have to stun the guards with a mushroom first. To finish the game, you give the Book to Gramps in Snarl's lab, then you open the Jar. This will allow you to toss Snarl through the hoop.

Dark Heart of Ukruul

John Wanner offers this help in Dark Heart. You have to get Aaron's Die in a fight with some necromancers. Return to the room hung with tapestries and locate the square with the 3 twinkling stars. Casting the Die here will teleport you to an area with Sagaris and he will help you get somewhat farther. You must eventually kill Ukruul in his throne room, after which you can go to the last two areas of the game.

SURVEY

We need your help! Now that we have decided to keep the Big Red Computer Club in operation for another year, we need to get a feel for what type of services and products are needed. When you return this survey to Big Red, we will add your name to the appropriate mailing list and continue to send you catalogs and information through out 1995. Please return this survey to:

Big Red Computer Club
423 Norfolk Avenue
Norfolk NE 68701-5234

MAILING ADDRESS

Name _____

Address _____

_____

_____

Which of the following computers do you own and use regularly?

Apple IIe, IIc or Laser 128 _____
Apple IIGS _____
Macintosh or Performa _____
MS-DOS Compatible _____

If you expect to purchase another computer in the next year, please check the appropriate model.

Apple IIe, IIc or Laser 128 _____
Apple IIGS _____
Macintosh or Performa _____
MS-DOS Compatible _____

Do you own a CD-ROM drive for your primary computer system?

Yes _____
No _____

Do you have a hard drive for your primary computer system?

Yes _____
No _____

Do you have a color monitor for your primary computer system?

Yes _____
No _____

How much memory does your primary computer system have?

_____

How do you rate your own computer skills?

Beginner or Novice _____
Intermediate _____
Advanced _____

Do you regularly purchase or download public domain and shareware software?

Yes _____
No _____

Which of the following types of software do you regularly use on your computer? You may check more than one type.

Education _____
Business/Home Finances _____
Games _____
Graphics _____
Art/Music _____
Programming _____

When you joined Big Red, which services were you interested in? You may check more than one type.

Public Domain/Shareware _____
Apple II Information _____
Technical Support _____
Low-Priced Software _____
Product Reviews _____
New Software _____

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The quick brown fox
The quick brown fox

ImageWriter II printing before and after Pointless

TypeWest A versatile collection of forty professional-quality TrueType fonts for use with Pointless. TypeWest gives you the essential typefaces needed to create outstanding, eye-catching documents. Great for home, school, and work.
IIGS with Pointless, or Macintosh. Reg. $49.95
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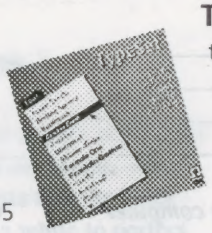

TypeSet The perfect companion for Pointless that helps you manage your TrueType fonts. It provides a What-You-See-Is-What-You-Get Font menu that displays your fonts in their own typefaces, font sets to work with custom groups of fonts, and extensive font reports.
For the Apple IIGS with Pointless. Reg. $49.95
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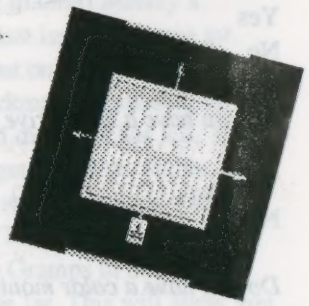
Stretch your disk space.



HardPressed 1.02 If you're always running out of disk space, then you need HardPressed – the fastest disk compression software for the IIGS. It virtually doubles the space on every type of disk. Your 40 MB hard drive will be able to store 80 MB, or a 2 MB RAM disk can store 4 MB! HardPressed works behind the scenes, transparently compressing your files as you save them. When you open a compressed file or compressed application, HardPressed automatically expands it. HardPressed is like getting a second disk drive, at a fraction of the cost!
For the Apple IIGS, System 6 or later. Reg. $69.95.
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InWords 1.1 Optical Character Recognition (OCR) software that let's you use a Quickie or LightningScan hand-held scanner to scan pages from books, magazines, letters, etc. into text that you can load and edit in your favorite applications: AppleWorks, PublishIt, BeagleWrite, HyperStudio, GraphicWriter, and others. NEW version 1.1 adds improved recognition, speed, line handling and more! Why type? Get InWords instead!
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System 6 *See GS+V5N5* $129.95

Incredible IIGS-specific telecommunications program that gets you connected to the world! Comes complete with a powerful English-based scripting language and Online Displays (emulations) for ANSI, ProTERM Special, VT100, and others. Many, many more features.

Spectrum makes a great gift for any modem user!

IIGS

GraphicWriter III™ —— $75.00

System 6 *See GS+V1N5* $149.95

The best choice for desktop publishing on the Apple IIGS. Create professional newsletters, eye-catching fliers, imaginative instructional materials, business forms, and practically anything else. Includes free disk of fonts and two free clip art disks!

GraphicWriter III, Express, and a DeskJet with Independence... the perfect gift bundle!

IIGS

Express™ ——— $25.00

System 5 or 6 *See GS+V3N5* $49.95

Stop waiting for your printer! Express quickly saves your print jobs to disk then returns computer control to you while it prints your documents in the background. Multiple files can be spooled to disk. Spooled files can remain on disk to be reprinted in the future without even launching the application that was used to print the document.

IIGS

Kangaroo™ ——— $25.00

System 5 or 6 *See GS+V4N1* $49.95

Navigating the Standard File (SF) dialog boxes has never been easier! After choosing "File/Open" you can instantly hop to any folder or file you've used recently. Or use the "sub-menu" feature to completely bypass the SF dialog! Also lets you rename, delete, etc., right in the SF dialog.

IIGS

TransProg III™ ——— $20.00

System 5 or 6 *See GS+V4N3* $39.95

Create a custom menu that appears in the menu bar of IIGS specific applications—just choose an item to launch, the current application quits, then the new application is launched directly. Change slot settings on-the-fly, establish default "data paths," change the system speed, and so on.

IIGS

Super Menu Pack™ — $15.00

System 6 $29.95

① "Font" menus show fonts in their actual style; ② "Control Panels" menu item immediately presents a sub-menu from which to directly choose a CDEV; and ③ hold down the mouse in a corner, and a window appears that lists *all* the characters available in the font that you're currently using!

IIGS

The Manager™ ——— $35.00

System 6 *See GS+V4N4* $69.95

Do you frequently switch between two IIGS applications, such as the Finder and GraphicWriter III? If so, The Manager will save you **tons** of time because it keeps multiple applications open at the same time, and simply clicking in an inactive window instantly re-activates the program!

An amazing piece of software— dazzle your friends and family!

IIGS

ShoeBox™ ——— $30.00

System 6 *See GS+V3N5* $59.95

ShoeBox was created especially for the home user. ShoeBox features pre-formatted records to organize information about your income and expenses, valuables, insurance policies, family records, and more. There is a message board, to-do list, appointment book, phone book, and other special features. Includes HyperCard GS v1.1.

IIGS

SuperConvert™ ——— $20.00

System 5 or 6 *See GS+V3N3* $39.95

Convert a huge variety of picture formats into images you can use on your IIGS! Includes a powerful "remap" command that lets you set the image type, palette type, rendering method, and size for the final picture. Converted images can be printed from SuperConvert with a variety of options, including the ability to print wall-size posters. Many more "extras."

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All IIGS products require an Apple IIGS with 1.25MB memory. Hard drive recommended.

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Continue to phone or mail your orders to Big Red Computer Club through 12/22/94. After that, please contact Seven Hills Software directly (complete contact information is below).

Your friends at Seven Hills Software hope you enjoy the holidays and have a great new year!

Earl Childers Dave Weeks

IIGS

Font Factory GS™ — $20.00

System 6 $39.95

Font Factory GS is an editor for standard IIGS (not Truetype) fonts that you can use to change existing fonts, or to create your own new fonts. Fonts can be converted to and from: Publish-It!, BeagleWrite, Multiscribe, Print Shop, and Printrix. Plus fonts can be converted from the Macintosh (bit-mapped format).

IIGS

Independence™ — $20.00

System 5 or 6 *See GS+V2N4* $39.95

Independence produces stunning 300dpi graphics and text with Hewlett-Packard laser and inkjet printers at a fraction of the cost of more expensive laser printers! Just choose "Print" like you already do with the IIGS program you are using. Tall or Sideways printing, save ink option, and many other features are available for black ink printing.

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Formulate™ — $25.00

System 6 $49.95

Don't spend hours hand-drawing equations! Formulate lets you easily produce formulas for science and math worksheets, tests, and papers. Formulate is intelligent and will tell you when something is missing from a formula. Simply choose a term from a pull-down menu and fill in the blanks! Symbols automatically scale to fit added expressions.

IIGS

GATE–GS™ — $24.00

System 5 or 6 $49.95

You are held captive in a castle's prison and must find a way to escape while you battle enemies and solve puzzles along the way. GATE features brain-teasing challenges, lots of action in smooth, synchronized animations plus exciting stereo music and sound effects.

IIGS

Space Fox™ — $24.00

System 5 or 6 $49.95

A very challenging arcade game where you are the ace pilot who must guide your spaceship through nine levels of assorted bad guys before battling THE BRAIN. Skill and a bit of luck are needed to complete your mission because the higher the level, the harder it is to survive!

IIGS & MACINTOSH

Drive Cleaner™ — $20.00

IIGS System 5 or 6 $34.95

Mac System 6.0.2 or later $34.95

Drive Cleaner removes microscopic dust and debris from your disk drive's read/write heads to prevent critical data loss, frustrating media errors, and costly maintenance. Drive Cleaner also includes the 3M cleaning diskette while supplies last.

MACINTOSH

Funny Fruit Faces™ — $25.00

System 6.0.5 or later $49.95

Funny Fruit Faces provides thousands of face making combinations for endless hours of fun! Using just the mouse, kids create goofy grapes, anxious-looking pears, sly bananas, and other wacky fruit characters complete with expressions, arms, hats, and many more fun items. 3+ years.

Requires a hard drive and 2MB memory (4MB to display in color).

MACINTOSH

GATE™ — $25.00

System 6.0.7 or later $49.95

GATE™ blends action, adventure, and brain-teasing challenges into an addictive fast-action game with smooth animation, exciting music and sound effects. Escape the castle's prison, battle enemies, solve puzzles, and defeat your captor to restore peace to the land. 8+ years.

Requires a hard drive, 4MB memory, and at least a 640x480 display with 256 colors.

MACINTOSH

At Home™ — $25.00

System 6.0.5 or later $49.95

At Home features preformatted records to organize information about your income and expenses, valuables, insurance policies, family records, and more. There is a message board, family e-mail, to-do list, appointment book, phone book, and other special features. Great for the whole family!

Requires a hard disk drive and 3MB of RAM (4MB with System 7).

Hurry!
Holiday specials end 12/22/94
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Prices do not include shipping.
All IIGS products require an Apple IIGS with 1.25MB memory. Hard drive recommended.

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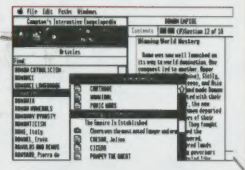

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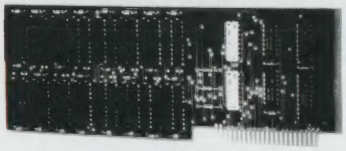

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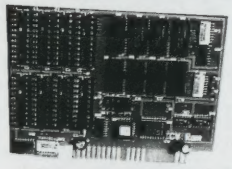

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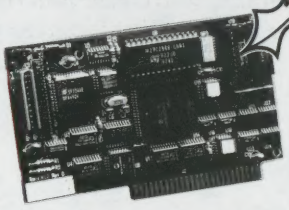

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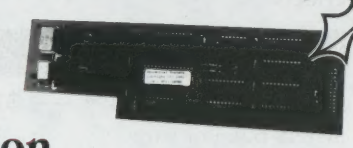

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